

The Keys to Maramon™

Machine-Specific Instructions for the Commodore 64®

System Requirements

To play the Commodore 64 version of *The Keys to Maramon*, you will need a Commodore 64 or Commodore 128 computer with at least 64KB of memory, a color display system, and one 5 ¹/₄" disk drive.

Before You Start

In consideration of your right to make backup copies, *The Keys to Maramon* comes to you with no on-disk copy protection. (Of course, *The Keys to Maramon* is covered by the copyright laws—you may make backups and working copies only for yourself. It is illegal to give or sell copies to someone else.) For safety's sake, it is best to copy *The Keys to Maramon* onto working diskettes. After you copy *The Keys to Maramon*, store your original diskette in a safe place.

Creating a Save Disk

The Keys to Maramon allows you to store one saved game onto a "Save Disk." You may use either side of your game disk as the Save Disk, or you may use any blank formatted disk. By making duplicates of this Save Disk, you can save as many games as you desire. Be sure to label them appropriately and to insert the disk you want to use when prompted for the "Save Disk" while saving and restarting games.

How to Start

Begin *The Keys to Maramon* by inserting **Front Side: Disk 1** of your Game Disk into the diskette drive, then typing

```
LOAD "*", 8, 1
```

The game will load and automatically run by itself. The title and copyright screen will appear, showing a view of *The Elven Maid* anchored outside Maramon harbor. The opening menu with the choices **NEW** and **RESTART** will also be displayed.

The Opening Menu

The opening menu has two selections, **NEW** and **RESTART**.

New

Selecting **NEW** with the joystick will start a new game. The screen will change to display the four candidates for hero. Select one of the four by highlighting the desired choice using the joystick. The game will start with your hero standing just inside the gates of Maramon on Monday morning. Time is already passing.

Restart

Select **RESTART** with the joystick to restore a saved game. Be sure to insert the appropriate disk (either side of the Game Disk, or another Save Disk) when prompted to insert the "Save Disk."

More about **Saving and Restarting Games** is explained below.

Joystick/Keyboard Commands

The Keys to Maramon is joystick oriented. All movement and most menu selections are controlled by the joystick. Some commands may be selected from the keyboard by pressing the first letter of the desired action. (See **How to Make Selections**).

SPECIAL NOTES: The outdoor commands listed on the back of the Game Book apply to the Commodore 64 version, with one exception, one change, and one addition.

Pressing **J** to toggle the joystick mode has no meaning—the joystick is always active.

Pressing **Q** to save or restart the game has been replaced with the two options of **S** for "Save" and **O** for "Old," as explained below.

Pressing the function key **F1** is the same as pressing **0** and will display the Status Screen.

To pause the game, press **Clr-Home**.

The other commands listed are activated by pressing the indicated key. They may also be selected by pressing **0** (Zero) to go to the Status Screen and then selecting the command with the joystick.

How to Move and Fight

When outdoors, moving the joystick will move your hero in any one of eight different directions. To attack a monster in the direction the hero is currently facing, press the fire button on the joystick.

How to Make Selections

Inside buildings, and in other special locations, your possible actions will be listed on the screen. You may select an action either with the joystick or (usually) from the keyboard.

Joystick

Use the joystick to highlight the action you want your hero to take, then press the fire button.

Keyboard

On the first menu displayed upon entering any building, you may use the keyboard to select actions by pressing the first letter of the desired action. (**B** for “Buy,” **T** for “Talk,” etc.) If a sub-menu appears—a list of weapons to buy, people to talk to, books to read—go back to the joystick to select one.

Messages and Lists

When listing items or inventory, sometimes there will be more items listed than will all fit on the screen at once. Move the joystick down or up to scroll through this list. An example is the list of available weapons that your hero may buy at the weapon shop.

Occasionally in conversations with townspeople, you will receive a message that is too long to fit on the screen. This will be indicated by a flashing keyhole symbol. Press the fire button to see the remainder of the message.

Ownership Verification

At certain points during the play of the game, you will be asked to type in a word from the Game Book. For example, if you are asked for Word 4 on Page 2, type in **RUSHING** and press the “Return” key.

Saving and Restarting Games

The menu options “Save” and “Old” allow you to save and restart games. Games can be saved and restarted outdoors by pressing **0** or **F1** to bring up the Status Screen and its menu.

Saving a Game in Progress

A game can be saved at almost any time by selecting the “Save” command. You will be asked to confirm that you want to save and then asked to insert the Save Disk.

IMPORTANT: Keep track of your Save Disks, and make sure that you insert the diskette that you really want to use to save this particular game. If you insert the wrong diskette, whatever was saved on that diskette will probably be lost. Forever.

Restarting a Previously Saved Game

When you select “Old,” you will be asked whether or not you really want to continue a saved game and then prompted to insert the Save Disk containing the game you want to restart.

Map of Maramon

In the first printing of the Game Manual, the map of Maramon is mislabeled. Madame Rosel’s Herbal Shop, just southwest of the town gates, should be marked with an “H”. The Kozak mansion, south of Sunrise Park, contains the magic shop and should have an “M”.

Box Contents

The Keys to Maramon game box should contain the following items:

- One 5 ¹/₄" Flippy Diskette (Disk Sides 1 and 2)
- *The Keys to Maramon* Game Book
- A postcard registering you as an owner of *The Keys to Maramon*
- This instruction sheet

If any items are missing or defective, contact

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